

Attorney Docket No. 13625-002001  
Appl. No. 10/035,597  
Amdt. dated August 7, 2003  
Reply to Office Action dated April 23, 2003

Amendment to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

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Claim 1 (currently amended) A gaming machine which includes:

AI a simulation system for simulating the playing of a game, the simulation system enabling predetermined starting parameters to be set;

a comparator for comparing an end condition of a simulation run by the simulation system in an invisible manner using the starting parameters with a pre-calculated desired outcome of the game; and

an adjustment means for adjusting the starting parameters such that the end condition of a subsequent running of the simulation in a visible manner coincides with ~~that~~ the end condition of the desired outcome of the game.

Claim 2 (original) The gaming machine of claim 1 in which the simulation system is software based.

Claim 3 (original) The gaming machine of claim 2 in which the simulation system is used as a means to drive a display of a graphical outcome for the game.

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Claim 4 (original) The gaming machine of claim 2 which includes a control means for controlling playing of the game.

Claim 5 (original) The gaming machine of claim 4 in which at least part of the control means includes a random number generator for generating random numbers.

Claim 6 (original) The gaming machine of claim 5 in which the random number generator is one of a pseudo-random number generator and a hardware based random number generator.

Claim 7 (original) The gaming machine of claim 4 in which the simulation system is implemented in the control means by a processing means.

Claim 8 (original) The gaming machine of claim 7 in which the processing mean includes simulation software to perform the simulation and running of iterations of the simulation.

Claim 9 (original) The gaming machine of claim 8 in which the simulation software sets random starting parameters for the simulation.

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Claim 10 (currently amended) A method of displaying an outcome of a game played on a gaming machine, the method including the steps of:

setting predetermined starting parameters for a simulation of the game;

determining an end condition of the simulation;

deriving a desired outcome for the game;

comparing the end condition of the simulation run in an invisible manner using the starting parameters with the desired outcome;

adjusting the previously set starting parameters of the simulation as a result of the comparison; and

re-running the simulation in a visible manner and such that its end condition coincides with the desired outcome of the game.

Claim 11 (original) The method of claim 10 which includes setting random starting parameters for the simulation.

Claim 12 (original) The method of claim 11 which includes running the simulation through once until the end condition is

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arrived at, without displaying the end condition on a display means of the gaming machine.

Claim 13 (original) The method of claim 12 which includes performing one of a pseudo-random calculation and a truly random calculation to derive the desired outcome for the game.

Claim 14 (original) The method of claim 13 which includes, once the simulation's end condition has been arrived at and the desired outcome for the game has been determined, adjusting the starting parameters by one of a discrete amount and a mapping function.

Claim 15 (original) The method of claim 14 which includes adjusting the starting parameters using a difference between the now known end condition of the simulation and the determined, desired outcome for the game.

Claim 16 (original) The method of claim 15 which includes re-running the simulation using the new starting parameters.

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Claim 17 (original) The method of claim 16 which includes  
displaying the re-running simulation as the simulation  
progresses.

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